

Scoresheet Baseball October 5th, 2009

Hello again: Here are the final regular season games of the season. I sincerely hope that playing *Scoresheet* made this a more fun baseball season for you. And for all of you who made the post-season I wish you the best of luck in the playoffs.

Scoresheet playoff results will be sent out next Monday afternoon (Oct. 12th). The complete playoff results, including any tiebreaker series, all wild card series, and the league championship series, will all be included in next week's mailing. Even if you did not make the playoffs we'll send you a full print-out of all of your league's playoff series. And we will send **all** owners (even if your league has no playoffs) a final complete league roster, along with a copy of next week's newsletter, which will include final overall leaders from throughout *Scoresheet*.

TIES: As gone over in the notes that came with the games two weeks ago, if 2 or more teams are tied at the end of the season, **but the tie only matters for playoff seeding**, then we'll use head to head records to break the tie, and if those are tied we'll go to overall run differential. If two or more teams are tied and a playoff **berth** is at stake then a 7 game playoff will be played to break the tie. That tie-breaking series will use the same rules as our normal playoff series, and will be played (and results included) with the normal playoff results sent out next week.

Once in a great while you might see a AAA player get a key hit against your team, or a AAA pitcher pitch shutout innings against you. And while most of the time when you face a AAA player they will perform badly, it is those rare times when one contributes to a win against your team that you remember the most – it seems to be human nature to remember bad luck a lot more than good luck!

But AAA players really are a detriment to any team who has to use them very often. PitcherAAA has an ERA over 8, and AAA batters have a horrid OPS (on-base plus slugging percentage) of about .400. I believe that while drafting and/or trading a main goal should be to make sure you have enough at-bats and innings that you virtually never have to use a AAA player.

One productive way to pass some time this winter is to look over the rosters of the teams that did well in your league, and see if there is something in the kind of team they put together that maybe you overlooked. Things such as having strong middle relievers, or solid defense, or good team speed, aren't as glamorous as hitting a lot of HRs, but can help you win ballgames. For instance, these days most starting pitchers are lucky to go 6 innings - you can't just have a starter and closer and expect to hold a lead. After all, if you give up too many runs in the 6th thru 8th

innings you never get to your closer! And having a slow team often leads to a lot of men left on base. In *Scoresheet*, slow guys do not score from second base on a single nearly as often as faster guys do. ('Speed' is measured by a combination of a player's major league steals and runs scored.) Having big name stars such as Pujols or ARod is a great thing, but having lesser known players that fill vital roles also contributes to a winning team. And best of all is to pick players who go on to have career years (guys like Greinke, Adam Lind, Pablo Sandoval, Aaron Hill (36 HRs!), Jair Jurrjens etc.) But unless you have a crystal ball, making picks like those back in March is hard to do, eh?

Player positions next year: During the season, a player qualifies at a new position once he plays ten games there. But to automatically qualify at a second position in the draft packet at the start of the year, a player must have played at least **twenty** games in the majors at that position during the previous year. If a player **qualifies** at more than one position we do try and list him at what we feel is his most 'valuable' position to a *Scoresheet* owner, even if he played less games there.

Information on the upcoming SCORESHEET BASEBALL WINTER GAME is now ready. Every off-season we play a 144 game season lasting 12 weeks, using players from a 4 year period. This year team owners will draft players from the 1977-1980 major league seasons. Drafts (web drafts and 2 stage 'draft by list'), will begin November 1st, with the season starting in mid-December and going until early March. \$69 is the total cost of this winter's game - there are no charges for trades or lineup changes in the winter game. If you would like a printed brochure describing the winter game more fully, please let us know.

Here are updated leaders for wins from throughout Scoresheet. **Remember, the wins listed below are thru last week's games (games thru 9/27/09 only.)** We will be printing the final leaders in all the various categories we track (including the final *Scoresheet* win leaders) in next week's newsletter.

Have Fun, and Play Ball! - Jeff Barton

AL Team Wins: Downeast Beasts (Davis Whitesell) 109; Pale Hosers (Gerry Rothrock) 109; Trading Post (Chad Stenerson / Leon Shahon) 108; smithlocke (Greg Tavalire) 108; Los BoneYard (Paul Slone) 107.

NL Team Wins: Ground N Pound (Paul Miramonti) 113; Al Asad Avengers (Eric Moyer) 109; Werewolves (Jeff Wong) 108; Horseshoes (Herb Poole) 106; Young Guns (John Cannon) 106.

BL Tm Wins: Dirty Birds (Michael Turner / JD Wilks) 108; Midwest Lumber Barons (Bobby Clarke) 106; DK Goes Yard (Ron Engel) 105; Goers (Jim Elliott) 105; Team Hoss (Richard Little) 105.